PURDUE UNIVERSITY | Extension - 4-H Youth Development

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Developed by the Indiana 4-H Dog Advisory Committee

INDIANA 4-H

Indiana 4-H Dog Agility Rules

Chapter 1. Indiana 4-H Dog Agility Events

Section 1. Purpose

The Indiana 4-H Dog Project encourages youth to develop good character, discipline, and feelings of self-worth while learning about canine care, responsibility, and the sport of showing dogs. The Indiana 4-H Dog Agility Program is part of the 4-H Dog Project. Youth learn to guide their dogs through an obstacle course against time without touching the dogs or obstacles. The program allows youth to learn to communicate clearly and quickly with their dogs, build teamwork skills, develop mental acuity, and learn dog training and showing skills for the exciting dog sport of agility.

CONTENTS

Chapter 1. Indiana 4-H Dog Agility Events 1
Section 1. Purpose 1
Section 2. Eligibility of Dogs 1
Section 3. Handling Dog Aggression 2
Section 4. Judge's Responsibilities 2
Chapter 2. Classes and Height Divisions 2
Section 1. Classes 2
Section 2. Jump Height Divisions 2
Section 3. Veteran Designation 2
Chapter 3. Obstacle Specifications and Performance Requirements 2
Section 1. Obstacle and Jump Specifications 2
Section 2. Obstacle Performance 3
Section 3. Obstacles 3
Chapter 4. General Course and Trial Requirements 6
Section 1. Course Size, Suitability, and Facilities 6
Section 2. Surfaces, Matting 7
Section 3. Course Requirements 7
Section 4. Obstacle and Jump Positions 7
Section 5. Approach Angles 7
Section 6. Preparing a Ring for Agility 7
Section 7. Course Distances, Times 7
Section 8. Judge's Briefing 7
Section 9. Walk-through 7
Section 10. Course Familiarization 7
Section 11. Warm-up 7
Section 12. Collars 7
Section 13. Leashes 8
Section 14. Hair Tie-Back Policy 8
Section 15. Handling Aids 8
Section 16. Handler's Position 8
Section 17. Starting and Completion 8
Section 18. Training on Show Grounds 8
Section 19. Clothing 8
Section 20. Volunteer Guidelines 8
Chapter 5. General Scoring Criteria 8
Section 1. Maximum Score, Qualifying Score 8
Section 2. Placements, Tied Scores 8
Section 3. Course Time Deductions 9
Section 4. Faults 9
Section 5. Non-Qualification (NQ) 9
Section 6. Mandatory Excusals (E) 10
Section 7. Course Familiarization 10
Chapter 6. Class Performance Standards 10
Section 1. Beginning Agility Classes 10
Section 2. Intermediate Agility Classes 11
Section 3. Advanced Agility Classes 11
Section 4. Excellent Agility Class 11
Appendix A. 4-H Agility Class Equipment 13
Appendix B. Equipment Symbols Used in Course Design 14

These rules establish consistent regulations and procedures for the 4-H members, volunteers, and judges involved with this program. The Indiana 4-H Dog Agility Program is modeled on American Kennel Club (AKC) rules, which have been modified to provide a program suitable for 4-H handlers. The 4-H program begins with entry-level agility skills and progresses to more complex skills through levels that require dogs and members to demonstrate higher levels of training and interaction. Agility is a sporting event, and the principles of 4-H should guide all participants' conduct in the trial and training phases.

Section 2. Eligibility of Dogs

Dogs 15 months of age or older that meet current Indiana 4-H dog enrollment, ownership, health, and vaccination requirements are eligible to exhibit in agility. Dogs must also exhibit in obedience in the same show to be eligible to exhibit in agility. Dogs disqualified in obedience may not compete in agility. If a dog completes agility before being disqualified in obedience, the agility score sheet is changed to disqualified. Dogs otherwise qualified but disfigured as the result of accident or injury are eligible, as long as the disfigurement does not interfere with functional movement. Dogs should be physically sound. Blind dogs, meaning dogs that don't have useful vision, are not eligible. No dog shall compete if it is taped or bandaged, or in any way has anything attached to it for medical purposes. Females in season are not eligible to participate.

Section 3. Handling Dog Aggression

Dogs that display signs of aggression are handled as described in the current Indiana 4-H Aggressive Dog Policy.

Section 4. Judge's Responsibilities

The judge is responsible for judging in accordance with these rules. The judge must inspect the course area and check the equipment before starting the trial. The judge may excuse a dog on any level if, in his or her opinion, the dog cannot be controlled. The judge may also excuse any dog that he or she considers unfit to participate. The judge must promptly excuse any handler who willfully interferes with another dog or handler, abuses their dog, in any way displays conduct detrimental to the Indiana 4-H program, or disregards a judge's direct order. The judge shall not review video for determination or explanation of a dog's score. Video may be used in case of a timer malfunction to determine a dog's time. Video may also be used to verify the correct run order of dogs if score sheets have been used out of order.

Chapter 2. Classes and Height Divisions

Section 1. Classes

A dog may be entered in only one agility class. Awards are granted by agility class regardless of dog size.

Class Beginning A is for teams in which neither the 4-H member nor dog have previously participated in agility. The course is run on leash. The team must use a 6-foot leash. This class is not repeatable.

Class Beginning B is for teams in which either the 4-H member or dog has previously participated in agility. The 4-H member may have participated with another dog, or the dog may have participated with another 4-H member. The course is run off leash. The dog should repeat Beginning B until it can perform Intermediate-level work.

Class Intermediate A is for 4-H members who have not participated in Intermediate agility in a previous year. The course is run off leash. This class is not repeatable.

Class Intermediate B is for 4-H members who have participated in Intermediate agility with the current or a different dog in a previous year. The course is run off leash. The dog should repeat Intermediate B until it can perform Advanced-level work.

Class Advanced A is for 4-H members who have not participated in Advanced agility in a previous year. The course is run off leash. This class is not repeatable.

Class Advanced B is for 4-H members who have participated in Advanced agility with the current or a different dog in a previous year. The course is run off leash. The dog should repeat Advanced B until it can perform Excellent-level work.

Class Excellent is for 4-H members and dogs exhibiting more advanced handling skills over the same obstacles as those in the Advanced classes. The course is run off leash.

Section 2. Jump Height Divisions

Each class offers five divisions based on the dog's height at the withers. The dog's height is measured from the top of the withers straight to the ground while the dog is standing normally and not leaning or crouching.

- 4 Inches: For dogs 11 inches and under at the withers.
- 8 Inches: For dogs 14 inches and under at the withers.
- 12 Inches: For dogs 18 inches and under at the withers.
- 16 Inches: For dogs 22 inches and under at the withers.
- 20 Inches: For dogs over 22 inches at the withers.

4-H members are responsible for entering the proper height divisions. Members are responsible for verifying the proper jump height is set prior to running. If a dog's height at the withers is outside the range for the jump height the dog has entered, the dog is moved into the proper jump height. Dogs that run in a height division lower than their proper division are for exhibition only. Judges may measure dogs they believe might belong in a different division.

Section 3. Veteran Designation

Dogs 7 years and older may be entered as Agility Veterans and jump one height division lower than their actual height division. Once taken, the Agility Veteran designation remains with the dog for the rest of its 4-H show career. The Agility Veteran designation is independent of the Obedience Veteran class.

Chapter 3. Obstacle Specifications and Performance Requirements

Section 1. Obstacle and Jump Specifications

The following specifications apply to all obstacles. When no tolerance or range is given for a dimension, a tolerance of 4.0 percent is implied. Tolerances do not apply when a range is specified.

Section 2. Obstacle Performance

The correct performance of each obstacle is listed immediately after its specifications.

Section 3. Obstacles

A-frame. The A-frame is constructed from two panels with tops of wood or a fabricated material that can be properly surfaced. The panels are 35 to 49 inches wide. Their length is within 2 inches of 8 or 9 feet. Panels should be flat and straight, and connected to eliminate gaps large enough to fit a dog's foot or toe. Panels may be 4 feet wide at the bottom and taper to 3 feet wide at the top, if desired. The A-frame's height is to be set within 1 inch of 4 feet for 8-foot panels and 4 feet, 2 inches for 9-foot panels. The top surface must be nonslip wet or dry. Glossy paint is not allowed. Slats placed across the width of the panels provide footing. They are 3/8-inch to 1/2-inch thick and 3/4-inch to 1-1/2 inches wide, and they extend to within 1/4 inch of the panel sides. Slat edges shall be rounded or beveled so they aren't sharp, and a 1/4-inch radius is recommended. The centers of the slats are placed at 12-inch intervals with a 2-inch tolerance, and no slat may be within 4 inches of the top of a contact zone. Contact zones are identified on the lower 42 inches of both panels with a 1/4-inch tolerance. The contact zone must be bright yellow. The rest of the contact obstacle must be a single color that contrasts with bright yellow. The bright yellow must extend on the side (edge) of the contact with no less than a 1-inch stripe to add visibility when viewed from the side.

Performance: Dogs must ascend one panel and descend the other in the direction the judge indicates. They must touch the contact zone on the down side only with any part of one foot prior to exiting the obstacle.

Dog walk. The dog walk consists of a center section and two ramp sections of wood or a fabricated material that can be properly surfaced. All sections are 12 inches wide, plus or minus an inch, and all are either 8 feet or 12 feet long. Planks are connected to eliminate gaps large enough to fit a dog's foot or toe. Within a 2-inch tolerance, the top of the center section is 36 inches above the ground for 8-foot planks or 48 inches above the ground for 12-foot planks. The top surfaces of all sections must be nonslip wet or dry. Glossy paint is not allowed. Slats

to provide footing are preferred, but not required, across the width of the ramp sections. When slats are used, they should conform to those described for the A-Frame. Contact zones are identified on the lower 42 inches of both ramps with a 1/4-inch tolerance, using the color specification described for the A-frame.

Performance: Dogs must ascend one of the ramps, cross the center section, and descend the other ramp in the direction the judge indicates. They must touch the down contact zone with any part of one foot prior to exiting the obstacle.

Seesaw. The seesaw consists of a plank (or panel) made of wood or a fabricated material that can be properly surfaced, supported near the center by a base that acts as a fulcrum. The plank is 12 inches wide with a 1-inch tolerance, and 12 feet long. The base extends at least 2 inches past the sides of the plank with a gap not to exceed 4 inches, so dogs can see the pivot point, except for the ground support, which may be wider. The plank is balanced so it hits the ground in less than 3 seconds when a 3-pound weight is placed 12 inches from the raised end. The height measured to the top of the board at the pivot point is 24 inches plus or minus 1 inch. The top surface of the plank must be nonslip wet or dry. Glossy paint is not allowed. Slats are not allowed on the seesaw. Contact zones 42 inches long are identified on each end of the plank with a 1/4-inch tolerance, using the color specification described for the A-frame.

Performance: Dogs must ascend the plank touching the "up" contact zone with any part of one foot and cause the plank to pivot. At least one paw must touch the "down" contact zone after the plank has touched the ground and prior to exiting the obstacle with all four paws. The dog must exit the descent end of the seesaw.

Pause table. The top of the pause table is a 36-inch to 42-inch square with a nonslip surface. The vertical edge of the top of the tabletop must be 3 inches or greater in height. The color of the table edge and tabletop must contrast with the running surface and ring gating. The tabletop must be light in color. No dark color(s) are allowed. The table height (within 1 inch) is 8 inches for the 4-inch and 8-inch jump height; 12 inches for the 12-inch jump height; 16 inches for the 16-inch jump height; and 20 inches for the 20-inch jump height.

Performance: The dog shall pause on the table for five consecutive seconds. The judge's count starts once all four paws have touched the table (and the dog remains on the tabletop). A sit or down position is not required.

Tunnel. The tunnel is a flexible tube of durable material that can be formed into curved shapes. The two openings are round, with a height and width of 25 inches plus or minus 2 inches, with 4-inch rib spacing required. Its length is 15 feet to 20 feet, and it is secured in position to prevent a dog from moving it. No portion of a tunnel holder underneath the tunnel shall be more than 1-1/2 inches thick. The tunnel supports shall not have a rigid upright (i.e., steel or wood) that fit between the ribs, thus possibly projecting into the tunnel. Tunnels must be made of an opaque material that is not black, to ensure safety. Double-lined tunnels are not allowed.

Performance: Dogs enter the end specified by the judge and exit the other end.

Weave poles. Weave poles have a fixed base with a rigid upright, to support the pole, no greater than 4 inches high as measured from the ground to the top of the rigid support. The base must be coated with a nonslip surface. It may be no higher than 3/4 inch and no wider than 3-1/2 inches. The base should be secured so the weave poles do not move from their location on the course. The poles must be nominal pipe size of 3/4-inch PVC (1 inch approximate outside diameter) plus or minus 1/16-inch tolerance. They can be made from Schedule 40 pipe or furniture grade PVC that provides an equal amount of flex when set in the fixed base. They should be 40 inches in height and uniformly spaced at 24 inches if measured center to center using two of the rigid upright supports, with a plus or minus 1/2-inch tolerance in spacing. The base support must be located within 4 inches of the pole on the opposite side of the dog's path (e.g., the first support on the left side of the pole number one, second support on the right side of pole number two, etc.). The base supports must be at least 6 inches long but no more than 18 inches long. Base supports shall be located as follows: "Six-pole section" – centered and placed at the off-side of the first and sixth pole and the off-side of the second and fifth pole. "Four-pole section" – centered and placed at the off-side of the first and fourth pole and the off-side of the second and third pole. "Three-pole section" – centered and placed at the off-side of the first and second poles (based on 1/4-inch x 3-inch steel). Poles must be striped with a contrasting color to be visible to the dog. At a minimum, stripes must be placed at approximately 10 inches and 20 inches from the ground. Spring-type poles that flex at the base are not allowed.

Performance: Dogs must enter the weave poles by passing between poles 1 and 2 from right to left. They must then pass from left to right through poles 2 and 3. They continue this weaving sequence until they pass between the last two poles. If the sequence is broken, the dog must restart at the first pole, beginning anew between poles 1 and 2 from right to left.

Bar jumps. Bar jumps consist of bars supported by bar supports mounted to uprights. Uprights should be displaceable. Jump wings attached to the uprights either temporarily or permanently are permitted. Ground bars permanently attached to both uprights (e.g. welded, glued, or non-rotating) are not recommended. The supports must be positioned so the tops of the bars can be set within 1/4 inch of the five different jump heights (4, 8, 12, 16, and 20 inches). Jump heights must be designated on the uprights by number or color. An additional position for a bar placed 2 to 6 inches above the ground is also required. Unless the judge specifies a jump as a single bar jump, all jumps shall have at least two bars. In all classes, the judge determines the lower bar placement.

The bars must be nominal pipe size of 1-inch PVC (1-5/16-inches approximate outside diameter) plus or minus a 1/16-inch tolerance). They can be made from Schedule 40 PVC or Schedule 40 furniture grade PVC, 4 feet to 5 feet long and striped for visibility. Jump bars may not be glued, riveted, or screwed together. They may not contain any moving or metal parts or have anything inserted into the middle of the bar. If the bar has end caps, they must be flush with the bar end and not exceed the outside diameter of the bar. The bottom of the bar sits on top of the bar supports such that the bar is easily displaced. The minimum distance from the top of a jump bar to the support cup above it is 1/4 inch. Bar cups may be no wider than the bar, and they should have a lip no more than 1/8-inch higher than the support, although lips up to 1/4-inch are allowed. Bar cups may be no longer than 1-1/2 inches (the distance that sticks out from the upright). Jump bars must fit in the jump cups so they follow the contour of the cup. Bolts may not be used as bar supports. Bars held in place by hook and loop tape, magnets, bolts, etc. are not allowed. The inside of the uprights must be at least 32 inches tall, and the upright must be 1 inch to 4 inches wide.

Performance: Dogs must jump over the top bar, without displacing it, in the direction the judge indicates.

Panel jump. The panel jump uses cross-boards to give the illusion of a solid wall from the jump height to the ground. Specifications for the board supports and uprights are the same as for the bar jump. Cross-boards are 4 feet to 5 feet long, 3 to 4 inches wide, and no thicker than 1 inch. The top board for all jump height classes shall be a maximum of 4 inches high. Panels are to be supported 1-1/4 to 1-3/4 inches below the top of the board to be easily displaceable. The support ends for the panels must be rounded like a jump bar fitting into a jump cup. This keeps the panels on the uprights in windy conditions; however, if wind conditions merit, the panel jump may be replaced with a bar jump.

Performance: Dogs must jump over the top cross-board, without displacing it, in the direction the judge indicates.

Double bar jump. The double bar jump consists of two parallel bars, 5 feet in length, positioned at the jump heights specified for the bar jump. It may be built as a special jump or assembled from two bar jumps. Solid sides that block the view of all bars from both sides of the obstacle are not permitted. The distance between the centers of the bars is one-half the jump height (within a 1/2-inch tolerance), as follows:

Division	Distance Between Bars, Center to Center (inches)
4 and 8 Inches	2-4
12 Inches	6
16 Inches	8
20 Inches	10

In addition, two bottom bars, 5 feet in length, must be placed one under each horizontal bar and crossed to the ground, creating an "X." All other specifications are the same as for the bar jump.

4-inch jump height: For the 4-inch height class, only one bar shall be used, set at the 4-inch height and on the rear jump cup. Set the bar at the back of the jump, based on the first pass, if used on the course in two directions. No bottom bars are used for the 4-inch jump height.

Performance: Dogs must jump over the top bars, without displacing either one, in the direction the judge indicates.

Ascending double bar jump: The ascending double bar jump consists of two ascending bars 5 feet in length, where the back bar is positioned at the jump heights specified for the bar jump. The front bar is set 4 inches lower than the back bar. The distances between the centers of the top bars as viewed from above match the specifications for the double bar jump. This jump may be built as a special jump or assembled from two bar jumps. Solid sides that block the view of all bars from both sides of the obstacle are not permitted. The back cups where the higher back bar must be placed are vertical (cup over cup like a bar jump). A double bar jump where both series of cups are on angled lines that form a "V" cannot be used as an ascending double bar jump. One bottom bar, 5 feet in length, must be placed under the back bar and angled to the ground. All other specifications are the same as for the bar jump.

4-inch jump height: For the 4-inch height class, only one bar is used set at the 4-inch height and on the back jump cup. No bottom bars are used for the 4-inch jump height.

Performance: Dogs must jump over the top bars, without displacing either one, in the direction that starts with the lowest bar.

Triple bar jump. The triple bar jump consists of a series of three ascending bars 5 feet in length. Solid sides that block the view of all bars from both sides of the obstacle are not permitted. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height. The table below lists the heights of the tops of the bars and the horizontal distance between the centers of the bars. Tolerances are 1/4 inch for the heights and 1/2 inch for the horizontal distances.

4-inch jump height: The triple bar jump for the 4-inch jump height class is set using two bars only, with the first bar on the ground approximately 4 inches in front of the back bar, which should be placed at 4 inches high.

Division	Bar Heights (inches)	Horizontal Distance Between Bars, Center to Center (inches)
4 Inches	0, 4	4
8 Inches	4, 6, 8	4
12 Inches	6, 9, 12	6
16 Inches	8, 12, 16	8
20 Inches	10, 15, 20	10

Performance: Dogs must jump over all the bars, without displacing any, in the direction starting with the lowest bar.

Tire jump. The tire jump consists of a tire (or circular object that resembles a tire) suspended from a rectangular frame.

Recommended tire construction. The tire is constructed of two 180-degree segments connected at the top to allow each segment to move independently. The connection must be adjustable to allow for calibration/testing at the trial site by the judge of record for that class that day. The setting for the connection is 16-20 pounds, with 18 pounds preferred. The setting is confirmed with a calibrated scale (in foot-pounds) attached to a tire side mounting point. With one side secured to the frame, a scale is used to pull the opposite side until the segments pull apart. After confirming the tire meets the 16-to-20-pound requirement, secure the tire to the frame with the provided strap or elastic band. Leave the straps loose enough to not apply any additional pressure on the tire. When the tire is broken open, it may stay open or automatically close. The inner diameter of the tire is 24 inches plus or minus an inch, and the wall is 3 inches to 8 inches thick. The tire shall have a minimum depth of 2 inches. It must be made of a flexible material such as rubber or plastic to allow some give if the dog hits it.

Allowable tire construction. The tire has an approximately 24- to 30-inch inside diameter. It is constructed from material such as black plastic drain pipe at least 3 inches in diameter. It should be painted or taped with bands of a contrasting color to provide maximum visibility to the dog. A cord may be used to suspend the tire from the upper crosspiece, and bungee cords or flat elastic bands may be used to hold the tire in place at the sides.

All tire jumps. The tire must be connected to the frame at three points with at least 7 inches between the outside of the tire and the sides of the frame. The frame must be tall enough to accommodate the tire at the five different jump heights specified for the bar jump. The frame's uprights shall be secured to the base, and the base must be weighted or secured properly to the running surface. The jump height is measured from the ground to the bottom of the tire opening. The tire shall not be displaceable off the frame. If the tire frame includes a bottom support bar, that bar should be flat in the center where the tire sits and no more than 3/8 inch thick so the tire can rest centered on it and be displaceable in either direction. For the 4-inch and 8-inch heights, if the center bar is not flat and the tire is taken in only one direction, the tire shall be placed on the opposite side of the dog's direction. If the tire is taken in both directions, the judge determines the tire placement.

4-inch jump height: The tire shall be set at 4 inches or as close as possible given its construction. The tire may be placed with the bottom edge on the ground for the 4-inch jump height.

Performance: Dogs must jump through the tire opening in the direction the judge specifies without breaking the tire segments apart (for two segment tires) or knocking the tire frame over. The tire's jump height is set one jump height lower than the bar jump height, except for the 4-inch jump height.

Tire Jump Height	Bar Jump Height
4 inches	4 inches
4 inches	8 inches
8 inches	12 inches
12 inches	16 inches
16 inches	20 inches

Broad jump. The broad jump is composed of four sections, each 7 to 8 inches in width, and four corner markers. The sections are constructed from a top piece and two side pieces. The lengths of the sections are to be between 4 feet and 5 feet long and may be of different lengths. To improve visibility, either the center of the

sections or both ends must be marked with a color-contrasting band at least 3 inches wide. The sections are of varying height, and shall be arranged in ascending order. Each section of a broad jump is at least 1/2-inch higher than the previous one, and the height of the front edge of a section is at least 1/2-inch lower than the back edge. No portion of any section may be lower than 3-1/2 inches or higher than 8-1/2 inches. The length of the jump is twice the jump height of the division. Therefore not all the sections are used in the lower height divisions. In those cases, the jump must be assembled with the lowest sections. The length of the jump (within 1 inch) and the number of sections is to be used for the different divisions as follows:

Division	Length (inches)	No. of Sections
4 Inch	7-8	1
8 Inch	16	2
12 Inch	24	3
16 Inch	32	3
20 Inch	40	4

Corner markers are at least 1 inch wide and 36 inches high, and may be decorated to improve visibility. They are either attached to the sides of the first and last sections or are freestanding and placed as close as possible to those positions. (Freestanding is recommended.)

4-inch jump height: The broad jump shall be set as one board (the lowest) for the 4-inch jumping dogs.

Performance: Dogs must jump all sections without visibly moving or stepping on top of or between any broad jump board, entering between the marker poles placed near the front section and exiting between the poles placed near the back section. Touches and ticks of the leading edge of the first board and the trailing edge of the last board that do not visibly move the board are not faulted. The lowest section is the front. Touching or knocking over the corner markers is not faulted as long as the dog goes between them.

Jump wings. Jump wings must be 12 inches to 24 inches wide, must be 26 inches to 42 inches tall and can be angled. Wings may either be freestanding or attached to the upright. It is recommended that wings be placed at the rear of the triple bar jump, even with the highest bar, and at the mid-section of a double bar or ascending double jump (because the double may be bi-directional, and the ascending double bar jump can be built using double bar jump). The combined width of a bar jump's upright and wing may be no more than 28 inches. Wings are not used in the Beginning A Class.

Chapter 4. General Course and Trial Requirements

Section 1. Course Size, Suitability, and Facilities

The recommended minimum usable course area is 3,500 square feet for Beginning and Intermediate, 5,000 square feet for Advanced, and 6,300 square feet for Excellent. Columns, protrusions, bad/faulty surface, low ceilings, overhangs, etc. affect usable course space. Recommended width is at least 40 feet for Beginning and Intermediate and 60 feet for Advanced and Excellent. Equipment not being used must be behind ring gating or fencing, not in the ring. The course area must be moderately level and clear.

Section 2. Surfaces, Matting

Courses must be set up on nonslip surfaces, whether indoors or outdoors. Packed dirt, grass, carpeting, and padded matting are acceptable surfaces. A course run on concrete must be fully matted or padded.

Section 3. Course Requirements

All courses must have clearly designated start and finish lines. All obstacles/jumps must be clearly and sequentially numbered. The course layout for each class must be conspicuously posted or distributed to the exhibitors before the class starts.

Section 4. Obstacle and Jump Positions

Obstacles should generally stand alone. In Beginning, Intermediate, and Advanced, entrances should never be adjacent to one another. Entrances can be adjacent in Excellent classes. A minimum of 15 feet is recommended between obstacles, with a minimum of 18 feet to a jump, 21 feet to a spread jump, and no more than 30 feet between any two obstacles in sequence as measured along the anticipated path of a 20-inch-high jumping dog. A spread jump — triple bar and broad jump — may not be the first obstacle on the course. If the spread jumps are set up in sequence, there must be at least 21 feet between them. To prevent the course from becoming spread out and too long, 25 feet to 30 feet spacing should be used only in special cases. Contact obstacles such as the A-frame, dog walk, and seesaw may not be set up in sequence, or as the first or last obstacle on a course.

Section 5. Approach Angles

The anticipated path of a 20-inch-high jumping dog through the obstacles determines approach angles. Approach angles to obstacles shall not exceed the following, with additional consideration for safety, based on the obstacle being approached and the running surface.

- All Beginning and Intermediate classes – Approach angles should generally not exceed 90 degrees, but must not exceed two times at 135 degrees.
- All Advanced classes – Approach angles should generally not exceed 90 degrees, but must not exceed two times at 135 degrees. (Exception: One 180-degree turn is allowed.)
- Excellent class – Approach angles should generally not exceed 135 degrees, but must not exceed two times at 180 degrees.
- All classes – A 180-degree turn from the exit of a tunnel to the ascent of the A-frame is not allowed.

Section 6. Preparing a Ring for Agility

A club may build the course the day before the event. Once the obstacles are set no dogs may train or practice on them.

Section 7. Course Distances

The judge determines course distances based on the course as set. When measuring the course distance, the judge shall use a 12-inch dog's typical path for the 4-inch, 8-inch and 12-inch height divisions, and a 20-inch dog's typical path for the 20-inch height division. Course distance for the 16-inch height division is based on an average of the 12-inch and 20-inch dogs' typical path.

Section 8. Judge's Briefing

The judge will hold a briefing for each group of handlers. During the briefing, the judge will announce the Standard Course Time and any points in the course he or she feels require special attention. Handlers may ask the judge specific course questions at that time.

Section 9. Walk-through

Handlers are permitted to walk the course, without a dog, prior to the class start to plan their strategy. The walk-through is restricted to handlers entered in that class. Recommendation: Each walk-through group should not exceed handlers from 30 entered dogs at a time.

Section 10. Course Familiarization

Following the handler walk-through, handlers may walk their dogs on leash, one at a time, over the permitted obstacles. This is to accustom the dogs to obstacles that may differ in material, color, or design from what they have previously experienced. The judge decides which obstacles are permitted during the course familiarization and informs the handlers. Training is not allowed during this time; obstacles may be attempted only once. The judge indicates when each handler may start the course familiarization, oversees the entire period, and deducts points for rule infractions. Handlers are not required to take advantage of the course familiarization. The handler may choose to have the dog perform all, some, or none of the permitted obstacles.

Section 11. Warm-up

Warm-up jumps are recommended, but only one jump per warm-up area is permitted. The warm-up jump shall be placed off to the side and not on the course. No other practice equipment is allowed on the grounds.

Section 12. Collars

Only flat buckle, quick-release, or rolled leather collars are allowed on dogs on the course. No attachments, hanging or otherwise, are allowed on the collar. This does not exclude painted or stitched designs or information on the collar, including the dog's name and/or identification. No title, awards, or advertising may appear on the collar.

Section 13. Leashes

Handlers must bring their dog to the start line on a 6-foot leather or fabric leash. Handlers shall comply with the judge's instructions to be ready to start their run, have their dog off leash (except Beginning A), and under control in a timely manner. Dogs are not faulted for playing tug on the leash before or after the run, or for going to or picking up a leash laid in the ring. A leash may not have excess material dangling from it, or any attachments including a fleece or leather wrap. The leash may have a single pick-up bag and/or identification tag attached to it. Dogs must be on leash at all times when on the show grounds except in the ring and at the warm-up jump area. Dogs must enter and exit the ring with the leash attached to their collar and the handler holding the other end. Entry or exit chutes added to the ring for the ease of getting dogs in and out of the ring are not considered part of the ring. A required leash holder or container for the leash runner to place the leash in or on, can easily be located by the handler near the ring exit. Leashes may not be hung on the ring barrier or placed on the ground.

Section 14. Hair Tie-Back Policy

A dog whose hair over its eyes interferes with its vision, or whose hair on its ears interferes with the safe performance of the obstacles, may have its hair tied back with rubber bands.

Section 15. Handling Aids

Food and toys are not permitted in the course area. While running the course, handlers may not use or have in their possession whistles, stopwatches, leashes, fanny packs, or other handling/training aids.

Section 16. Handler's Position

Dogs can be worked on any side — left, right, front, or behind — and at any distance in any class; but course layout (e.g., against a ring, gate, or wall) may restrict the handler's position.

Section 17. Starting and Completion

Judging a dog's performance starts as soon as the dog enters the ring. A dog's time starts whenever any part of the dog crosses the start line, defined as the plane of the first obstacle. A dog's time stops whenever any part of the dog crosses the finish line in the correct direction when the dog is in the closing sequence. The finish line is defined as the plane of the last obstacle. The closing sequence is defined by completion of the second-to-last obstacle on the way to the finish obstacle.

Section 18. Training on Show Grounds

No agility obstacle training is allowed on the show grounds except for use of the warm-up jump. If the course is built for the next day, the restriction on obstacle training goes into effect at the point the course is built.

Section 19. Clothing

Clothing must conform to Indiana 4-H standards and rules for appropriateness. It should be comfortable for running and bending. Appropriately fitted athletic shoes must be worn in agility.

Section 20. Volunteer Guidelines

On the day of the trial, several key positions for volunteers are important for ensuring a smooth flowing, fair, and fun event.

Gate steward. Gate stewards ensure the correct handler and dog are ready to enter the course. They may also be asked to deliver the correct score sheet to the judge prior to the run, transfer the score sheet from the judge to the table steward after the run, keep handlers informed of any running order changes, and ensure the course is properly reset after each run.

Timekeeper(s). The primary timekeeper determines each dog's official running time with a digital stopwatch to 1/100th (0.01) of a second. The time starts when any part of the dog's body passes the start line and ends when any part of the dog crosses the finish line. The timekeeper reports the running time to the judge. To ensure consistency, the same timekeeper should time everyone in a class.

Table steward. The table steward converts the running time to seconds and hundredths of seconds if necessary, calculates time faults, and requests clarification of any marks from the judge.

Ring crew. The ring crew ensures the equipment is properly set prior to each run. This includes setting jump bars and the table to the correct height and repositioning and/or rebuilding shifted equipment prior to each run.

Chapter 5. General Scoring Criteria

Section 1. Maximum Score, Qualifying Score

The maximum attainable score is 200 points. To earn a qualifying score, the team must not receive any non-qualifying deductions. If a team's total points are below zero, the team receives a zero and non-qualifying score on the score sheet.

Section 2. Placements, Tied Scores

Teams that receive qualifying scores are placed before teams receiving non-qualifying scores. Tied scores are decided by the fastest time. (Time is measured and recorded to the nearest 1/100th of a second.) In case of a tie in both score and time, a runoff is held on the course of record or a course of lower skill level. The winner of the runoff, based on score and then time, is awarded the higher placement.

Section 3. Course Time Deductions

One point is deducted for every second over course time, rounding down to whole numbers. Time is called at course time plus 30 seconds, and the dog must be excused.

Section 4. Faults

The following penalties apply in all classes where applicable:

R	Refusal / Run-out (-5 points)
W	Wrong Course (-5 points)
T	Pause Table Fault (-5 points)
F	Failure to Perform (-5 points, NQ)
E	Excusal (E)

Refusals and Run-outs

Refusals. A refusal occurs when a dog starts toward an obstacle and ceases forward motion, or starts toward an obstacle and turns back on his path. The dog is not faulted for a refusal on the approach if, in the judge's opinion, the dog has not seen the obstacle. A dog is not considered on or in an obstacle until on it or in it with all four paws, so is subject to refusals until totally on or in an obstacle. Likewise, a dog has not exited an obstacle until it has left the obstacle with all four paws.

Weaves. A refusal occurs at each incorrect entry to weave poles and/or each time a pole is missed during a weaving attempt. A refusal is scored as a 5-point deduction.

Run-outs. A dog that passes the plane of the next correct obstacle, regardless of whether the dog saw or was approaching that obstacle, is scored as a run-out. Run-out planes are defined as the point at which dogs can no

longer attempt or complete a particular obstacle without turning back. Run-outs are scored and indicated the same as refusals.

Wrong Course

A wrong course occurs when a dog engages any part of an obstacle that is not next in sequence or the next obstacle in sequence in the wrong direction. A dog has engaged an obstacle if they touch it with one paw or cross the plane of the obstacle by jumping over, going under, or crossing through it. (Exception: A dog that goes under the A-frame, dog walk, or seesaw has not committed a wrong course penalty.) Back weaving is also faulted as a wrong course after the dog has crossed the line of the weave poles three times in a weaving motion in the wrong direction. A wrong course is scored as a 5-point deduction per occurrence. An occurrence is defined as one deduction until the dog returns to and engages the correct obstacle, regardless of how many wrong obstacles are taken. When a dog does not return to the next correct obstacle, the judge indicates an "F" in addition to the "W" and "R" if applicable, and continues judging as if the wrong course had not occurred.

Pause Table Faults

- Leaving the table prior to completing the five-second count. This incurs a table fault and 5-point deduction per occurrence. The dog must come back and finish the table with the five-second count started over.
- Anticipating the count (i.e., a dog is released or releases itself immediately before or during the judge's command of "Go"). This incurs a table fault and 5-point deduction. The dog should not return to the table.

Outside Assistance

Interference or outside assistance that aids or is intended to aid the performance of a singular dog or handler. Faults are at the judge's discretion, from a 5-point deduction to elimination.

Lead Out Advantage

The following must be adhered to regarding lead out advantage:

- Handlers may lead out to as many obstacles as they wish.
- A handler may touch the dog to position the dog for the start of the course and may return to the dog and reposition it nicely without restriction, as long as neither the handler nor dog has crossed the start line.
- Once a handler crosses the start line to lead out, he or she may not touch the dog for any reason. If the handler does so, he or she shall be faulted with an "F" or "E" depending on the circumstances.
- Once a handler has taken a lead out, if the dog breaks position (without crossing the start line), the handler may go back to reposition the dog to successfully approach obstacle 1, but may not touch the dog while doing so. The handler may not lead out again; the dog must leave with the handler.
- If a dog breaks position before the handler is ready and starts the course, the handler may not reposition the dog at the start of the course. This is training in the ring, and the handler shall be excused.

Section 5. Non-Qualification (NQ)

The individual faults listed below are marked on the score sheet as an "F" for Failure to Perform and result in a non-qualifying score (NQ). The dog/handler may continue their run except as noted elsewhere in these *Rules*.

- Handler or dog knocks down any obstacle or jump that is either being performed or will be performed.
- Handler jumps over, goes under, or steps on top of any obstacle. (If excessive, the judge may excuse handlers for their own safety.)
- Dog displaces the top bar(s) or panel of a jump or breaks apart the tire jump.
- Dog fails to clear the span of the broad jump.
- Dog misses a contact zone. (Exception: Missing the upside of the A-frame or dog walk is not faulted.)
- Seesaw fly-offs.
- Dog leaves the table and engages another obstacle prior to completing the five-second count.
- Dog fails to complete all obstacles that are part of the course as described in Chapter 3.
- Dog runs the wrong course and does not correct the run before crossing the finish line.
- Handler touches obstacle that aids in the dog's performance.
- Contact between the handler and the dog that aids the dog's performance.
- Any contact of dog and handler at the pause table, weave poles, and contact obstacles.
- Exceeds the refusal maximum for a given class.
- Exceeds the wrong course maximum for a given class.
- Handler uses the leash to pull the dog onto, into, or over an obstacle or to give a leash correction. (Beginning A only)
- Four paw rule. If a dog commits all four feet on any ascent portion of a contact obstacle and exits the side of that obstacle before the down contact, the judge shall instruct the handler to move the dog on to the next obstacle.

Section 6. Mandatory Excusals (E)

The judge can excuse handlers at any time for inappropriate actions including, but not limited to, those listed below. The scribe sheet shall be marked "E," and the dog and handler are excused from the ring. The following faults call for mandatory excusal.

- Handler continuously or conspicuously leads the dog through the course (excessive handling), or uses harsh commands or corrections.
- Unsportsmanlike conduct.
- A dog leaves the course area and/or discontinues working and/or is unresponsive and/or out of control.
- Exceeding the maximum course time.
- A dog fouls the ring (includes vomiting) during the scored run.
- A dog re-engages the obstacle with one or more paws after committing a four paw rule violation.
- An inappropriate collar on dog is discovered after the dog has started its run.
- A handler runs the course with handling aids.
- Training in the ring, including corrections.
- A dog bites a handler beyond playful nipping.
- A handler fails to comply with judge's verbal instructions.
- Lead out advantage violation. Refer to Chapter 5, Section 4; Lead Out Advantage.
- A dog does not enter or exit the ring on leash. "On leash" is defined as having the leash attached to the dog's collar.
- If the dog gets hung up going through the tire or falls off the ascent side of the dog walk, A-frame, or seesaw, the handler may choose to immediately reattempt the obstacle once and then leave the course. Or the handler may choose to not retry the obstacle the dog had trouble with and continue running the course.

Section 7. Course Familiarization

During the course familiarization, the following receive a 10-point deduction:

- Fouling the ring
- Bait or training aid in the ring
- Training in the ring
- Running
- Not following judge's directions
- Leash corrections
- Unsafe/abusive behavior
- Improper collar or leash

Chapter 6. Class Performance Standards

Section 1. Beginning Agility Classes

The focus of the Beginning agility classes is obstacle performance with minimal handling.

Performance Standards

Performance is judged as set forth in Chapter 5, Sections 4, 5, and 6, with the following exceptions:

- A run-out or refusal is counted as an attempt for the obstacle, but does not receive a point deduction or fault for the individual run-out or refusal.
- More than 3 attempts at the next correct obstacle (ascent side of contacts) results in a Non-Qualification (NQ) and a 5-point deduction and failure to perform fault.
- In Beginning A, a 1-point deduction is given for each instance of guiding the dog with the lead. This is defined as using the lead to keep the dog from running past an obstacle or pulling them in line with an obstacle.
- In Beginning A, using the leash to pull the dog onto, into, or over an obstacle or giving a leash correction while in the ring results in a Non-Qualification (NQ) and a 5-point deduction and failure to perform fault.

Standard Course Time

- 4-inch Division = 1.85 yards per second, plus 5 seconds for the pause table
- 8-inch Division = 1.85 yards per second, plus 5 seconds for the pause table
- 12-inch Division = 2.0 yards per second, plus 5 seconds for the pause table
- 16-inch Division = 2.15 yards per second, plus 5 seconds for the pause table
- 20-inch Division = 2.25 yards per second, plus 5 seconds for the pause table

Time Penalties = 1 fault for every full second over Standard Course Time

Minimum Obstacles Requirements

- Quantity = 10-12
- Obstacles required, allowed, and not allowed – refer to Appendix A.

Section 2. Intermediate Agility Classes

The focus of the Intermediate agility classes is obstacle performance with minimal handling.

Performance Standards

Performance is judged as set forth in Chapter 5, Sections 4, 5, and 6, with the following exceptions:

- A run-out or refusal is counted as an attempt for the obstacle, but does not receive a point deduction or fault for the individual run-out or refusal.

- More than 3 attempts at the next correct obstacle (ascent side of contacts) results in a Non-Qualification (NQ) and a 5-point deduction and failure to perform fault.

Standard Course Time

- 4-inch Division = 1.85 yards per second, plus 5 seconds for the pause table
- 8-inch Division = 1.85 yards per second, plus 5 seconds for the pause table
- 12-inch Division = 2.0 yards per second, plus 5 seconds for the pause table
- 16-inch Division = 2.15 yards per second, plus 5 seconds for the pause table
- 20-inch Division = 2.25 yards per second, plus 5 seconds for the pause table

Time Penalties = 1 fault for every full second over Standard Course Time

Minimum Obstacle Requirements

- Quantity = 11-13
- Obstacles required, allowed, and not allowed – refer to Appendix A.

Section 3. Advanced Agility Classes

The focus of the Advanced agility classes is obstacle performance with minimal handling.

Performance Standards

Performance is judged as set forth in Chapter 5, Sections 4, 5, and 6, with the following exceptions:

- Each refusal and run-out during performance of the weave poles is counted as an attempt, but does not receive a point deduction or fault for the individual run-out or refusal.
- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 4, 5, and 6).
  - More than 2 refusals/run-outs
  - More than 1 wrong course
  - More than 2 table faults
  - More than 3 attempts at the weave poles

Standard Course Time

- 4-inch Division = 1.85 yards per second, plus 5 seconds for the pause table
- 8-inch Division = 1.85 yards per second, plus 5 seconds for the pause table
- 12-inch Division = 2.0 yards per second, plus 5 seconds for the pause table
- 16-inch Division = 2.15 yards per second, plus 5 seconds for the pause table
- 20-inch Division = 2.25 yards per second, plus 5 seconds for the pause table

Time Penalties = 1 fault for every full second over Standard Course Time

Minimum Obstacle Requirements

- Quantity = 14-16
- Obstacles required, allowed, and not allowed – refer to Appendix A.

Section 4. Excellent Agility Class

The focus of the Excellent agility class is on enhanced obstacle performance with more handling required.

Performance Standards

- Additional non-qualifying faults (beyond those listed in Chapter 5, Sections 4, 5, and 6).
  - More than 1 refusal/run-out
  - More than 1 wrong course
  - More than 1 table fault

Standard Course Time

- 4-inch Division = 2.25 yards per second, plus 5 seconds for the pause table
- 8-inch Division = 2.25 yards per second, plus 5 seconds for the pause table
- 12-inch Division = 2.35 yards per second, plus 5 seconds for the pause table
- 16-inch Division = 2.5 yards per second, plus 5 seconds for the pause table
- 20-inch Division = 2.65 yards per second, plus 5 seconds for the pause table

Time Penalties = 1 fault for every full second over Standard Course Time

Minimum Obstacle Requirements

- Quantity = 16-18
- Obstacles required, allowed, and not allowed – refer to Appendix A.

Appendix A.

4-H Agility Class Equipment

Obstacle	Class			
	Beginning	**Intermediate**	**Advanced**	**Excellent**
Dog Walk	R (1)	R (1)	R (1)	R (1)
A-Frame	R (1)	R (1)	R (1)	R (1)
Pause Table	R (1)	R (1)	R (1)	A
Tunnel	R (3)	R (3)	R (2)	R (2)
Single Bar Jump	R (3)	R	R	R
Bar Jump	R	R	A	A
Panel Jump	A	A	R	R
Tire Jump	A *	R	R	R
Seesaw	N	R (1)	R (1)	R (1)
Weave Poles	N	R (1) 3 poles	R (1) 6 poles	R (1) 9 or 12 poles
Broad Jump	N	A (1) **	R (1) ***	A (1) ***
Double Bar Jump	N	A (1) **	A (2) ***	A (2) ***
Ascending Double Bar Jump	N	A (1) **	A (1) ***	A (1) ***
Triple Bar Jump	N	A (1) **	A (1) ***	A (1) ***
Jump Wings	A (1) *	A (2)	A	A
Qty of Obstacles	10-12	11-13	14-16	16-18

* Not to be used in Beginning A.

** A maximum of one spread jump is required on the course.

*** A minimum of two and a maximum of three spread jumps must be used on the course, of two different types.

R = required obstacle

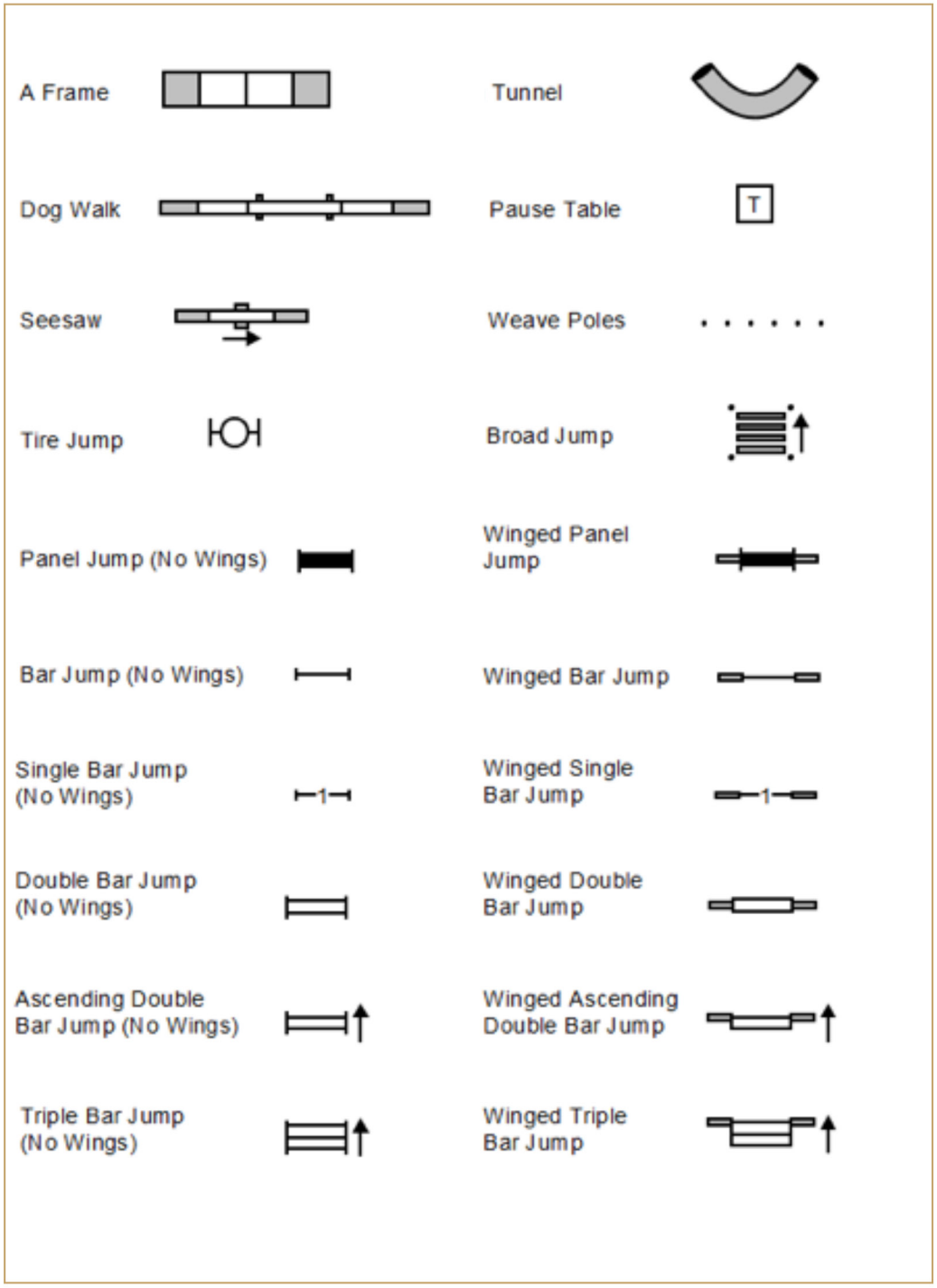
A = allowed obstacle

N = not allowed

( ) = Indicates the maximum number of times that this type of obstacle can be taken in the class. If not listed, the quantity is unlimited.

Appendix B.

Equipment Symbols Used in Course Design



Images used courtesy of Clean Run, www.cleanrun.com

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